RULEBOOK 2

COMBAT

INTRODUCTION

A Seeker's life is dangerous, and you'll often find yourself in combat with deadly enemies. In Quest 1, your group is faced with an enraged wyvern, so let's set up for that battle.

SETTING UP A BATTLE

1. LAY OUT THE BOARD

In *Rulebook 1: Getting Started*, you should have already turned the box lid over and set it up as the board. If you haven't done so already, do so now. The Atlas should be on the center panel of the board. The Destiny bag should be on the left panel of the board. The status cards (Hurt, Weak, Stunned, and Trapped), Armor cards, and Exhausted cards should be on the right panel of the board.

2. THE BATTLE MAP

Open the Atlas to the map indicated by the current quest. Fold the Atlas's cover back so that only the current map is showing. For Quest 1, open the Atlas to Map 1, as the quest's introduction instructed.

3. FATE TOKENS

If the Seekers have any fate tokens (✧), place them on the spaces indicated on the board's left panel.

For Quest 1, you received 2 fate tokens (✧) just before opening up these rules, so make sure you've punched them out from the quest's cardboard sheet and placed them in them properly in the correct spots.

4. ENEMY SHEETS

At the start of each battle, you'll come to a card showing you how to set it up. Take the required enemy sheets from the folio and place them above the map.

For Quest 1, go to card 1-2 right now and see that it shows the wyvern's enemy sheet above the map. Place it as shown above the map.

5. ENEMY ABILITY TOKENS

The battle setup card also shows you how to set up the enemy's (or enemies') ability tokens. Look in the Welcome box for the 13 ability tokens (numbered 1-12 and a special Darkness token). Punch them out and place them next to the enemy (or enemies) as shown.

6. ENEMY HEALTH

Place an enemy health tracker next to each enemy sheet and set it to that enemy's starting health (shown in the large heart on the enemy sheet). For Quest 1, set the wyvern's enemy health tracker to 30 .

7. ENEMY STANDEES

Look in the quest folio for the quest's cardboard sheet and punch out any needed enemy standees. Insert each enemy standee into one of the plastic bases from the Welcome box. Place each enemy standee on the map in the spaces indicated by the battle setup card.

8. STARTING SEEKER HANDS

Shuffle your Seeker deck and draw 7 cards into your hand.

In some quests, there will already be cards in your discard pile at the start of a battle. In that case, shuffle them back into your deck before drawing your starting hand of 7 cards.

You should make sure you've drawn at least 1 action card. In the extremely unlikely event that you do not, draw a new hand of 7 cards and then shuffle th old hand back into your deck.

9. STARTING ARMOR

Draw the number of armor cards (🛡) shown on your Seeker sheet in the shield and add them to your hand.

For example, Khor would draw 3 armor cards (🛡), while Feyn wouldn't draw any.

10. SEEKER STANDEES

For each battle, there will be four starting spaces on the map, indicated by sets of footprints on the battle setup card.

Place your Seeker standee in one of the indicated spaces, making sure that no more than one Seeker is placed on each set of footprints.

11. ENEMY FOCUS

Each enemy now determines which Seeker they hate the most, and focuses on that Seeker. This is shown on the lower left portion of the enemy's sheet. Some enemies hate the Seeker with the most health (❤) or armor (🛡), or the least health or armor. Some enemies hate the Seeker closest to them on the map. If there's ever a tie, the players get to break the tie however they prefer. Punch out and place that enemy's focus token next to the hated Seeker's sheet.

In Quest 1, the wyvern hates the Seeker with the most health (❤), so place the wyvern's focus token next to that Seeker's sheet.

12. LANTERN CARD

Make sure that your lantern card is placed facedown next to your Seeker deck. The side that reads "Lantern Charging" should be showing.

GETTING STARTED

Now that the battle is set up, and everyone has their starting cards in hand, it's time to begin the battle.

Normally, you begin by shaking up the Destiny bag and drawing a chit at random to see whose turn it is. But for Quest 1, since this is your first battle, the game will walk you through the first two turns.

COMBAT EXAMPLE

This example will walk you through your first 2 turns of battle in Quest 1.

TURN 1

You (the player that is reading these rules, that is) are going to take the first turn, so look in the bag for one of your Seeker's chits, draw it out, and place it in the spent chits area on the left side of the board. Whenever one of your chits is drawn from the bag, that chit is spent, and then you get to take a turn.

For the purposes of this example, you receive a special one-time attack. Look in the Quest 1 cards for the Beginner's Luck card and add it to your hand. It looks like this:

If you look at Beginner's Luck, you'll see a ⚔ followed by the number 4. This means that it allows you to make a ranged attack that will do 4 damage to an enemy.

Ranged attacks (⚔) can only be made against foes that are exactly 1 space away from you. Fortunately, you can always move 1 space on your turn either before or after you play a card. So, move your Seeker 1 space towards the wyvern, and then play your Beginner's Luck card face-up in front of you.

This is the moment when your companions have the opportunity to help your attack. Each other player should look in their hand to see if they have any cards that look like this:

There are other cards that could help you out, but for now we're only interested in boosting the damage dealt by your attack. If any of your friends have a damage (👊) boost in their hand, they should play the biggest one they have, placing it face-up in their discard pile.

This is called boosting an action. Each other Seeker may play 1 (and only 1) boost card on each of your action cards. It's important to note that you cannot boost your own actions. Normally, a boost card has to match the color of the action it's being played on, but in this case, Beginner's Luck is white, which is a wild color, so any color boost can match it.

Count up the total extra damage (🗡) from the boost cards (if any were played) and add it to the 4 damage (🗡) you were already inflicting. Then, subtract that much health (♥) from the wyvern's health tracker, turning the dials to the new total. A solid first attack!

Oh, whoops! One last itty-bitty detail. See how the 4 on your Beginner's Luck card looks like it has Darkness around it? Well, that means that the attack enrages any enemy you hit with it. So, if you don't already have the wyvern's focus token, take it from the Seeker who does and place it next to your Seeker sheet. It'll be fine, probably.

After you finish resolving an action card, place it face-up in your discard pile. However, Beginner's Luck is a one-time attack only and has the Disposable trait on it. That means, instead of discarding it, you must remove it from your deck and return it from whence it came. In this case, return it to the Quest 1 cards. It was nice while it lasted.

After moving and acting, you check your hand of cards to make sure that you have at least 1 action card left (you do), and if so, that ends your turn.

TURN 2

After a turn ends, you reach back into the bag and draw out a new chit to see who goes next. In this case, search the bag for the enemy chit numbered 1, draw it out, and place it in the spent chits area. It's time for the wyvern to get its revenge upon you.

When an enemy chit numbered 1-12 is drawn from the bag, that means an enemy gets a turn. Look for the ability token that matches the number on the enemy chit–in this case the 1, which is next to the wyvern's upper ability on its enemy sheet. Since you've drawn the 1, the wyvern's upper ability triggers now.

That ability says that the wyvern makes a melee attack for 8 damage (🗡).

Melee attacks can only be made against a foe in the same space, but, like Seekers, enemies can move 1 space before attacking.

However, how do you know who an enemy wants to attack? Well, whoever has that enemy's focus token is that enemy's focus. The enemy wants to kill that Seeker specifically and will ignore any other Seekers to pursue only them. Unfortunately, you enraged the wyvern with your previous attack, so you have its focus token at the moment. The wyvern moves 1 space into your space, then attacks you for 8 damage (🗡).

Here's another opportunity for your companions to help you out. They

should look in their hands to see if they have any boost cards that look like this:

Each of your companions may play one of these block boosts to reduce the damage the wyvern is about to inflict on you, if they have any. They should play their biggest block boost face-up into their discard pile. As before, you cannot play a boost for yourself.

When playing a block boost, it must match the color of the enemy's attack. In this case, though, the attack is white, so blocks of any color will match it. Count up any blocks your companions played for you and reduce the wyvern's 8 damage by that much. They won't be able to block all of it, however, so some damage is going to get through.

Here's where your armor, if you have any, will come in handy. For each armor card you have in your hand (remember, you drew armor cards as shown on your Seeker sheet at the start of the battle), reduce the damage you're taking by 1. So, if you have 3 armor cards in your hand, reduce the damage by 3, down to a minimum of 0. Then, after your armor reduces any damage, you must discard 1 armor card from your hand, returning it to the pile of armor cards on the board. So, if you had 3 armor cards, the damage would be reduced by 3, and then you would discard 1 of your armor cards.

Using armor is mandatory if you have any - you can't skip using it in order to save it for later.

After your companions have blocked what damage they can and your armor has reduced the damage further, any remaining damage is now your own problem. Reduce your health by that amount, rotating your health tracker to the new total.

After the wyvern attacks, its ability says that it "refocuses." This means that the wyvern resets its focus to its default condition. That is, it focuses on the Seeker with the most health, moving its focus token to that Seeker. If you took any serious damage from its attack, there's a good chance this is no longer you, so the wyvern will change its focus away from you (whew!).

Note that if the wyvern hadn't been able to move close enough to attack you, its attack wouldn't have triggered, even if it could have moved to another Seeker instead. After all, it didn't care about that Seeker, it wanted YOU dead, specifically.

Now that the wyvern's upper ability has fully resolved, its turn is over, and this example is finished. Good luck in the battle!

Now that you've experienced a couple turns, you're familiar with the most important rules for battle. All that's left is to go over some details, so you have them here if you need them later.

READING ABILITIES

Here are some icons you might encounter on cards and/or enemy sheets.

ATTACKS

A melee attack may only hit a foe in the same space as the attacker. If there are no available targets, the attack is wasted and any effect that triggers "after attacking" does not trigger.

A ranged attack may only hit a foe exactly 1 space away from the attacker, no more or less. If there are no available targets, the attack is wasted and any effect that triggers "after attacking" does not trigger.

A ranged or melee blast attack hits all foes in the targeted space. Friends are not affected. So, for instance, if you make a 3 attack, then all enemies in the same space as you will take 3 damage ( ). Similarly, an enemy that makes a 3 attack targets all Seekers in the same space as them, but not any other enemies.

2 Damage that does not draw an enemy's focus to you.

2 Damage that draws an enemy's focus to you. Each enemy targeted by this attack moves their focus token to you.

This attack inflicts a Hurt ( ) status to its target in addition to damage ( ). See Statuses. This works the same for Weak ( ), Stunned ( ), and Trapped ( ).

OTHER USEFUL ICONS

"Gain 2 " means to increase your current health by 2. **Seekers may not exceed their starting health.** Enemies, however, may exceed their starting health unless their abilities state otherwise.

"Suffer 2 " means to reduce the target's health by 2.

"Gain 1 " means to draw 1 armor card and add it to your hand. When you suffer damage,

that damage is reduced by 1 for each armor card in your hand, and then you discard 1 (and only 1) armor card. The use of armor is mandatory each time you suffer damage.

"Gain 1 " means to add 1 Exhausted card to your discard pile. This usually occurs between battles, meaning that the Exhausted cards get shuffled into your deck at the start of the next battle, but sometimes you may be instructed to draw an Exhausted card and add it to your hand during combat.

"Gain 1 " means to gain 1 kinfire token. These are normally found in your current quest folio, but if you somehow run short, take them from an earlier quest instead. Place the token next to your Seeker sheet. What it actually does will be explained later, once you sleep at an inn.

A ward action stays in play once it has been played, and its effect continues as described on the card. You may only have 1 ward in play at a time, so if you play a new ward, discard the old one.

ORDER OF PLAY

Each turn, a player draws a chit from the bag to see what happens next:

When an enemy chit is drawn, place it in the spent chits area and look for the matching ability token next to an enemy sheet.

Trigger the ability next to that token.

When a Seeker chit is drawn, place it in the spent chits area. The Seeker shown on the chit takes a turn.

When a heart chit is drawn, place it in one of the empty spaces on the time track on the board. The players then choose a Seeker, and that Seeker takes a turn.

When a Darkness chit is drawn, place it in one of the empty spaces on the time track. Then, look for the matching Darkness ability token next to an enemy sheet. Trigger the ability next to that token.

TIME TRACK

When all 4 spaces on the time track are full of heart and/or Darkness chits, it's time to reset the Destiny bag. At the end of the turn, return all spent chits and chits on the time track to the Destiny bag, then shake the bag to mix up the chits. This ensures that you never see every single chit in the bag, and therefore can't determine exactly which chit will come out next. What's the point of a Destiny bag that can't surprise you, after all?

FATE TOKENS

Sometimes, you may find yourselves in a life-or-death situation. At these moments, fate tokens (✦) can turn the tide of battle for you.

If you have any fate tokens, you may spend 1 before drawing from the Destiny bag. Take that fate token and drop it into the slot on the void box, which is found in the loot box. Don't worry about that token any more. **It will be fin . Spent fate tokens remain in the void.** Once you've spent the token, draw 4 chits instead of 1 from the bag. Choose the chit from among them that you'd like, and return the other 3 to the bag. If there aren't 4 chits left in the bag, just draw however many are left, pick 1, and return the others.

A maximum of 3 fate tokens may be spent per battle, though you may save any you have left or future battles.

A SEEKER'S TURN

During your turn, you may do the following things in any order.

MOVE

You **may** move your Seeker standee 1 space either before or after you act.

ACT

You **must** either:

- play 1 action card from your hand and do what it says, or
- pass and either draw or discard 1 card (+/-).

WARDS

Wards are action cards that stay in play face-up in front of you after you've played them, and may have lingering effects. You cannot have more than one in play at a time, so if you play a second ward, you must discard your first ward.

BOOSTS

Boost cards are played outside your turn. They may never be played on your own turn, nor can you play a boost to defend against an attack targeting you. **Each player may only play 1 boost per action or attack.**

BLOCK BOOST
Reduce damage on an ally by the indicated amount. A block boost must match the color of the attack it's played on, and only reduces damage for one ally when blocking or attacks.

DAMAGE BOOST
Increase all of an ally's attacks during this action by the indicated amount of damage. A damage boost must match the color of the action it's played on.

MOVE BOOST
Allows an ally to move 1 extra space before or after their action. They don't have to use all of their movement at the same time. A move boost must match the color of the action it's played on.

CARD BOOST
Allows an ally to draw or discard 1 card after the action. Any card can be discarded. A card boost must match the color of the action it's played on.

HEALTH BOOST
Allows an ally to regain the indicated amount of health after the action it's played on. Seekers cannot exceed their starting health. A health boost must match the color of the action it's played on.

REDRAW BOOST
After a chit is drawn, play this boost to return that chit to the bag and draw again. (Of course, there's no guarantee that the same chit won't be drawn again.) Redraw boosts aren't played on actions or attacks, so they don't have to match the color of anything to be played.

PLAYING BOOSTS ON WHITE OR TWO-COLORED CARDS
When a player plays a two-colored action, another player can play a boost on it that matches either color. Similarly, if a player plays a white action, another player can play a boost on it of any color.

Multiple boosts don't have to be the same color as each other, as long as each boost matches one of the possible colors of the action.

E.g., if a red/green action is played, both a red and a green boost can be played on it at the same time.

REFILLING YOUR HAND

If you ever find yourself without any action cards in your hand, immediately discard your hand, returning any status or armor cards to the supply.

After you draw a new hand, draw armor cards equal to the number shown on your Seeker sheet.

If you play your last action card and a card ( ) boost is played on it, refill your hand before resolving the card boost.

If your last played action card grants you another action this turn, refill your hand and charge your lantern before taking that action.

When you discard your hand, suffer 1 for each Exhausted card you discard, as described in Statuses, later on.

CHARGING AND USING YOUR LANTERN CARD

Additionally, each time you draw a new hand, you charge your lantern. If your lantern card has its "Lantern Charging" side up, flip it over. Once charged, you may use your lantern card as if you're playing it as an action card from your hand. (Lanterns, like action cards, each have a color and can be boosted.) After using it, turn it back to its "Lantern Charging" side. Note that it is possible to charge your lantern more than once per battle if you're able to time things right and go through multiple hands of cards.

RUNNING OUT OF CARDS

When drawing a card, if your Seeker deck has no more cards to draw, turn your discard pile over and shuffle it to make a new Seeker deck.

In the unlikely event that both your Seeker deck and your discard pile are empty, you cannot draw any further cards for now.

A SEEKER'S SPECIAL ABILITY

Each Seeker has a special ability described in the upper left corner of their sheet. It's unique to them and shouldn't be forgotten in the heat of battle. A Seeker's special ability can be the difference between success and failure.

AN ENEMY'S TURN

When a Darkness or enemy chit is drawn from the bag, it triggers the ability next to the matching token. For example, if the #3 chit is drawn, look to see what ability the #3 token is sitting next to and trigger it. Unless the enemy's sheet says otherwise, **an attacking enemy may move 1 space before attacking.**

ACTIVE AND PASSIVE ENEMY ABILITIES

Enemy abilities may be active or passive. Active abilities have a black arrow to the right of them and ability tokens are placed next to them. An active ability only triggers when a chit is drawn from the bag that matches a token next to it. Passive abilities lack the black arrow and do not have ability tokens placed next to them. Passive abilities trigger whenever they say they do, and may even be in effect at all times.

ENEMY FOCUS AND MOVEMENT

An attacking enemy moves in the direction of and tries to attack the Seeker that has that enemy's focus token.

When making a melee attack, the enemy attempts to move into the Seeker's space to attack.

When making a ranged attack, the enemy attempts to move into a space that is 1 space away from that Seeker to attack. If the enemy has more than one equally good option for movement, the players decide where they move.

REFOCUSING

When an enemy refocuses, move its focus token according to the default rule on its enemy sheet.

However, abilities may tell you to refocus an enemy on a specific Seeker or to follow a different rule when refocusing. If there is a tie when an enemy is refocusing, the players choose how to break the tie.

STATUSES

Status effects are negative effects that stick around on a target for a while. Statuses can be temporary (they last at most until the end of the current battle) or lingering (they last until you sleep at an inn).

AFFECTING ENEMIES

When an attack with a status effect is used against an enemy, take a status card of the indicated type and turn it to its enemy side. Choose one of the enemy's active abilities (not a passive one) and cover it with the status card. Active abilities have ability tokens next to them, passive abilities do not.

When an active ability with one or more statuses on top of it is triggered, all of the status cards take effect before the ability is resolved.

For example, an enemy with a Hurt ( ) status on top of their ability would suffer 2 damage ( ) before they could use the ability. An enemy with 2 Hurt ( ) statuses and 2 Trapped ( ) statuses on top of their triggered ability would suffer 4 damage ( ) before using the ability, and wouldn't be able to move this turn (the extra Trapped status is wasted, as you can only be so trapped). After resolving all status cards, discard them to their corresponding piles.

AFFECTING SEEKERS

If an attack with a status effect is used against you, take a status card of the indicated type, turn it to its Seeker side, and add it to your hand. Typically, 1 of each status in your hand triggers at the start of your turn, and you may discard 1 status of each type at the end of your turn. Discarded status cards return to their corresponding piles.

Exhausted cards are a bit different from the other statuses. They are a lingering status, rather than a temporary one, and only trigger when you discard your hand after running out of action cards. Any Exhausted cards you discard this way deal 1 damage to you. Exhausted cards remain in your deck until you sleep at an inn.

Note that you take no damage from an Exhausted card if you discard it as a result of an action or boost.

Hurt and Weak cards affect you based on how many cards of that type are in your hand. For example, if you have 3 Hurt cards in your hand at the start of your turn, you suffer 3 .

BEING DEFEATED AND DEFEATING ENEMIES

When any Seeker is reduced to 0 (or less) health, your entire group has lost the current battle. The battle immediately ends and the battle setup card will tell you what to do next. It is expected that you will lose some battles, and this does not usually end the campaign.

When an enemy is reduced to 0 (or less) health, they are defeated unless they immediately enter a new stage (see Multi-Stage Enemies). If you defeat an enemy, remove their standee from the map (unless instructed otherwise) and take their focus token as a trophy. You may be able to find a use for your trophies in town.

In addition, if there are any surviving enemies remaining, move the defeated enemy's ability tokens as described below. Defeating an enemy doesn't necessarily win you the battle. Refer to the battle setup card to learn what you need to do.

MOVING ABILITY TOKENS FROM DEFEATED ENEMIES

When an enemy is defeated, if there are any other surviving enemies, transfer the ability tokens from the defeated enemy to the surviving enemy whose sheet is furthest to the right. Ability tokens should stay in the same area when moving. That is, ability tokens next to an enemy's upper ability will move to the new enemy's upper ability as well.

The only exception is when ability tokens would move to a passive ability (Passive abilities don't have a black arrow next to them). In that case, divide them evenly between the enemy's active abilities (if there's an odd token, the players decide which ability it goes to).

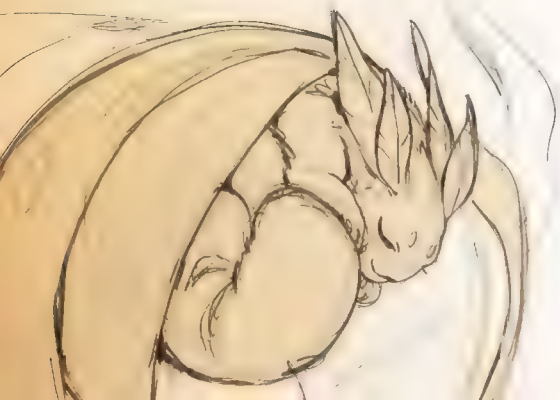
MULTI-STAGE ENEMIES

Some enemies, when reduced to 0 health (♥), enter a new stage. When an enemy enters a new stage, you may be instructed to place overlay cards on their enemy sheet (see **Overlays**). The enemy is then reset to full health and any statuses on their enemy sheet are discarded. Any excess damage from before they entered their new stage is wasted, and the current turn immediately ends.

It's possible for an enemy to have several stages. Follow the directions for entering a new stage each time the enemy does so.

OVERLAYS

Overlays are cards that are placed on top of an enemy's sheet to change their abilities, behavior, or even art.



Find the number at the bottom of the overlay and match it to a numbered location on the enemy sheet to determine where it goes. Once an overlay is in place, it completely replaces any information that was underneath it.

If an overlay causes an active ability to change into a passive ability, divide its ability tokens between the enemy's remaining active abilities, with any odd token being placed on an ability of the players' choice.

ENDING A BATTLE

Once a battle is over, the Seekers return to their starting health, discard their hands (returning any armor or temporary statuses to their appropriate decks), and shuffle their discard pile and remaining deck together to form a new deck. Charged lanterns are turned facedown once more. Lingering statuses remain in a Seeker's deck until they sleep at an inn.

SOME STUFF FOR LATER

You won't need to read any further for now, but you may wish to refer back to this section of the rules later on.

MAP TERRAIN

Some spaces on battle maps feature terrain effects, which can be either harmful or helpful. Most terrain effects are harmful and inflict the status shown on any Seekers or enemies each time they enter the space. Harmful terrain is labeled like this: .

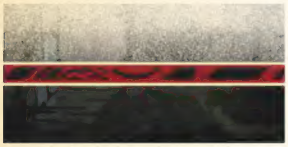
Similarly, helpful terrain effects grant the boost shown to any Seekers or enemies while they are in the space. For instance, a space might have a +1 block ( ) boost, meaning that it would block attacks against anyone in that space, reducing each attack by 1 damage ( ). If a helpful boost has a or icon after it, then it only applies to attacks of that type.

ENEMIES MOVING INTO TERRAIN

When moving, enemies avoid harmful terrain, so long as they're still moving towards their target. They likewise favor helpful terrain - but again, only so long as they can still move towards their target. Enemies pay no attention to terrain that doesn't affect them when deciding how to move (for example, if they have an ability making them immune).

IMPASSABLE TERRAIN (BLACK AND RED LINES)

Black lines on the map represent fully impassable terrain. Seekers and enemies can't move or attack across black lines.



Red lines represent terrain that blocks movement. Seekers and enemies may attack across red lines, but can't move through them, even if an action would directly move them to that space from their current space.

ALLIES

The battle setup card may instruct you to put ally cards into play in addition to enemy sheets. Place ally cards as indicated next to the enemy sheets. Ally cards can represent allies helpful to the Seekers, allies helpful to the enemies, or even unusual items or environmental effects. **Statuses cannot be placed on allies**

If an ally card has an active ability, place ability tokens next to it as shown on the battle setup card. If an ally card has health, it may need its own health tracker and can probably be attacked. If an ally with ability tokens leaves the battle (because it's defeated, for example), transfer its ability tokens to the surviving enemy whose sheet is furthest to the right, dividing them evenly between the enemy's active abilities (if there's an odd token, the players decide which ability it goes to).

VOID (COLORLESS) CARDS

You may eventually come across black Seeker cards. These are "void" cards and have no color. As such, they cannot be boosted and are never a successful card flip when adventuring. An Exhausted status card is an example of a void card. When sleeping at an inn and modifying your deck (see the Exploration rulebook), void cards can fill a red, blue, or green slot in your deck as you prefer, just like white cards.

ICON CHEAT SHEET

ATTACKS

Attack an enemy in your space.

Attack an enemy one space away.

Attack all enemies in the target's space.

Damage that does not draw an enemy's focus to you.

Damage that draws an enemy's focus to you.

STATUS EFFECTS

Attack that inflicts a Weak ( ) status to its target.

Attack that inflicts a Hurt ( ) status to its target.

Attack that inflicts a Stunned ( ) status to its target.

Attack that inflicts a Trapped ( ) status to its target.

OTHER ICONS

Draw 1 armor card and add it to your hand.

Add 1 Exhausted card to your discard pile.

Increase your current health by the indicated amount.

Draw or discard 1 card after an action.

Gain an indicated amount of kinfire tokens.

Reduce damage by the indicated amount.

Move 1 extra space before or after your action.

Reduce the target's health by the indicated amount.

After a chit is drawn, return it to the bag and draw a new one.

A ward action that stays in play until you play a new ward.